FLYTRAP'S
ZOMBIE PLAGUE
A Game by Skott Kilander and Brian S. Roe
10th Anniversary Edition
2 to 7 Players
60 to 90 Minutes
Ages 10 and Up

INTRODUCTION TO THIS EDITION OF *ZOMBIE PLAGUE*

I have to admit, I am a huge fan of the classic Zombie movie. Not those modern flicks with mega-hyper, track-star Zombies that could chase down Usain Bolt. No, the films I really love are the ones with good, old-fashioned mobs of slow, shuffling ghouls who rise from the dead and overcome their prey with sheer numbers, and the two examples which I hold most dear both share the title of *Night of the Living Dead*— George A. Romero's original 1968 classic and its 1990 remake. These have special places in my heart as my favorites among all Zombie movies, and they have defined what we imagine when we think "Zombie."

Enter *Zombie Plague*, the board game released in 2001 by two other Zombie-loving dudes, Skott Kilander and Brian S. Roe, inspired by *Night of the Living Dead* (both, I think) and capturing its spirit better than any game I've seen out there today, down to the barricades, the improvised weapons, and even the feelings invoked by watching the events unfold as your group of survivors outwits and escapes the Zombie horde or, instead, gets turned, one by one, against their friends into even more mindless Zombies. Added to that are *Zombie Plague*'s many fan-created contributions and expansions, which serve only to enhance this great game.

A couple of years ago, I was looking over the forums on the Board Game Geek website, gathering opinions on which Zombie-themed game I would find most appealing, and I came across the page for *Zombie Plague*. I was impressed by the reviews and enticed by the prospect of creating my first print-and-play game. I was immediately drawn in and soon knew I had picked the right game for me. What followed were literally hundreds of hours of enjoyment as I learned about creating my own copy, constructed and ordered the pieces, and played hundreds of games of *Zombie Plague* (including more than a few by myself). Along the way, inspired by the works of fellow gamers like Kwanchai Moriya (kwanchai), Rudolfo Aligieri (rudolfoaligieri123), and Rob Robinson (zombiegod), and, of course Skott and Brian, I decided to try my hand at creating custom pieces for *Zombie Plague*.

Now, in 2011, ten years after the game's original release, I present *Flytrap's Zombie Plague: 10th Anniversary Edition*, a collection of my custom rules and pieces for *Zombie Plague* and a tribute to the original game and those that inspired me, meant to honor the experiences their creations have given to so many. For inspiration, I returned to the *Night of the Living Dead* films (I keep a copy of each in my game box to watch during play), as well as the original *Zombie Plague* rulebook (download it here) and pages of notes that I have kept during game and brainstorming sessions. Contained in this package are the results of my efforts, and I hope you enjoy them as much as I have enjoyed developing and making them. I have created a new version of almost every printable component for you to use except the main game board, as I felt like Kwanchai's 2008 board was already so spectacular that, in my opinion, it should be used by everyone wishing to make a copy of this game (find it here). As for my works, use whatever pieces you like and ignore the rest. All I ask is: 1) if you like something, let me know and tell your friends, 2) if you have any questions or dislike something, let me know that, too, and 3) if you feel like sharing or editing something, please credit the original. Now get out there and kill some Zombies!

James Paynter (Flytrap)

CREDITS AND THANKS

- **Brian S. Roe and Skott Kilander/Hackwerks Games**: Creation of all original *Zombie Plague* content and ideas, including the original game, rulebook, board, and cards

- **Kwanchai Moriya (BGG ID: kwanchai):** Updated game board artwork; alternate rule and card ideas; original images for complete game board and car placement (Rulebook, pg. 3); His *Zombie Plague* package showed me what print-and-play customs could look like and inspired me to start creating my own additions to this great game

- **Rudolf Aligierski (BGG ID: rudolfoaligieri123):** Additional card ideas; His card design template opened the door for me to cut my teeth on GIMP and inspired me to create my own deck.

- **Rob Robinson (BGG ID: zombiegod):** Creation of the *Cellar* expansion and original idea behind *Cue the Extras!*; additional gameplay discussions

- **Everyone at BoardGameGeek's *Zombie Plague* Forum:** Gameplay and alternate rule ideas

- **Deviant Art Community:** GIMP brushes

- **RPG Map Share Community:** 4-Door Car Tile base image; New Cellar miscellaneous item images

- **George A. Romero and his *Night of the Living Dead* films:** For inspiring *Zombie Plague*'s creators and myself and for defining the modern Zombie

- **James Paynter (Me, BBG ID: Flytrap**): All original *Flytrap's Zombie Plague: 10th Anniversary Edition* materials, including: rulebook text; existing rule selection; original rule creation; image editing; original artwork, ideas, and design for the Rulebook, the 4-Door Car, the Barricade and Locked Door Standees, the Flares, the Cellar, the Cellar Door Tile, the Attic Door Tile, the Movable Search Square, the Portable Stereo Tile; card deck design and text; original card ideas; creation of the *4-Door Car*; *Escape to the Attic*; *Ready! Fire! Aim!*; *Throwin' Things*; and *You've Got Mail* game expansions and their content, artwork, and rules

DISCLAIMER: *Flytrap's Zombie Plague: 10th Anniversary Edition is a fan-made edition of the Zombie Plague and not affiliated with or endorsed by the original Zombie Plague, Skott Kilander, Brian S. Roe, Hackwerks Games, any of Zombie Plague's existing expansions, or their creators.*

WHAT'S INSIDE

This package contains several different pieces; you may want to print them all, or you may just want one or two items in particular. Here are the PDF page numbers for each component as well as some printing and prep suggestions for producing the pieces you want.

Item	Item Name	Page #s	Print Suggestions
1	Box Cover	1	100 lb. glossy cardstock; cut and affix to box top.
2	Introduction	2	Do Not Print
3	Credits and Thanks	3	Do Not Print
4	What's Inside	4	Do Not Print
5	What You Will Need	5	Do Not Print
6	Rulebook	6 – 29	Regular paper, duplex printing (front and back), sprial binding or stapling at edge; be sure to include blank page on back of cover for correct alignment.
7	Zombie Plague Game Sheet	30	Regular paper, lamination (for writing and erasing with dry-erase marker); may need to trim the excess whitespace before laminating to fit in an 8.5"x11" game box with lamination around the edges
8	Barricade Standees	31 – 32	100 lb. matte cardstock
9	Cellar and Car	33 – 34	Regular paper, duplex printing; cut out first **THEN** laminate with heavy (~10 mil) lamination. The 2nd page is there to give a black back to all of the pieces, so do not print this page if you do not want the pieces to have black backs.
10	Loose Pieces	35 – 36	Same as Item 7; for the Flares, laminate the entire square as a whole, then cut out the individual squares.
11	Game Cards (may be a separate download)	37 – 53	100 lb. glossy cardstock; pg. 37 is the card backs, and will need to be printed on the back all of the other pages of cards before cutting. The cards are 2.5"x3.5", the same as a standard playing card.

WHAT YOU WILL NEED

I began writing this rulebook specifically for my edition of *Zombie Plague* long before I intended on making it available publicly, so it was initially written to be used with my set. Many of the pieces referenced within are included in this package, but the ones I did not create (for example, the plastic miniatures and game board) you will need to acquire if you do not already have a copy of the game or don't have enough pieces to play using my rulebook as written.

Parts you need to supply:

- 2 or more regular 6-sided dice
- A *Zombie Plague* game board
    - Option 1: RECOMMENDED – Kwanchai Moriya's awesome remake (find it here; I use a slightly edited version of this one, but it plays the same)
    - Option 2: The original, hand-drawn board by the game's creators (download it here)
- Pieces for the Zombies and humans.
    - To play according to my rules, you will need a set of 4 to 6 Human miniatures to play the survivors, and Zombie pieces in three colors.
        - Red: 30 (5 per Human piece)
        - Black: 20 to 30
        - Green: 6 (1 per Human piece)
        - These are just the colors I use; they can be substituted as you like, provided you have enough of each
    - Option 1: RECOMMENDED – I use Flying Frog Production's Human and Zombie pieces from *Last Night on Earth*. (Link)
        - Hero Mega Set (Humans)
        - "Radioactive Grave Dead" Supplement (green)
        - 10 sets of Solid Color Zombie Miniatures (5 red, 5 black)
        - Though a little pricey, I think their sculpts are first-rate and create the perfect atmosphere while still making it easy to tell who's who. They could also be painted if you're so inclined.
    - Option 2: Twilight Creations, Inc. *Zombies!!!* game comes with 50 grey Zombies, 50 green Zombies, and 4 Human pieces, which could also be used for Zombified Humans (but you are limited to 4 Human Players). Their Zombies are also available separately.
    - Option 3: Whatever you want! As long as you have enough pieces for each type, can tell who's who, and have pieces of the right size, use whatever you have available.
- A DVD copy of *Night of the Living Dead* to watch during play
    - Both the original and its remake are great, but if you can only get one, get the classic. Also, it is available to stream many places online for free. Just be sure you get the original cut, and not the John Russo 30th Anniversary edit. I have this one and this one.
- 1 Non-Slip Board Mat
    - I use black, rubber, Craftsman tool drawer liner from Sears, but any brand will do.

FLYTRAP'S ZOMBIE PLAGUE

A Game by Skott Kilander and Brian S. Roe

10th Anniversary Edition

Rulebook

Rulebook

2 to 7 Players
60 to 90 minutes
Ages 10 and Up

THE SCENARIO

It is the first nightfall following the outbreak of the Zombie Plague. For mysterious and terrifying reasons, the recently deceased have begun returning to life, and, worse, the ambling, mindless monsters they become suffer an insatiable craving to feast upon flesh of the living. The dilapidated corpses of their victims are likewise reanimated, and the horror is quickly spreading beyond control.

As the plague sweeps through the surrounding countryside, a handful of survivors have crossed paths in a suburban neighborhood and are fleeing for their lives from the terror slowing engulfing the streets and towns around them. Chilling moans can be heard closing in around them in the night as the Zombies shuffle ever nearer, hell-bent on their foul purpose. In their frantic search for a safe refuge from the growing onslaught of deadly ghouls, the party arrives at a house, the doors left open, the owners already evacuated (or dead). Together they decide that it is here they will make their last stand against the walking dead…

GAME OBJECTIVES

Zombie Plague is a co-operative game of Zombie survival for **two to seven players**, with one person being responsible for controlling the Zombie horde and everyone else working together as Human Players.

The Human Players must try to survive the Zombie Plague by working together to search the House, the Garage, and the Car for Weapons and Items and then finding a safe place to hide and wait for rescue to arrive.

The Zombies must try to eat all of the humans.

BOX CONTENTS

This set contains rules and components for the base *Zombie Plague* game and the following add-ons:

- ***4-Door Car****
- ***The Cellar***
- ***Cue the Extras!***
- ***Escape to the Attic****
- ***The Flares***
- ***How Boring!***
- ***I Like This Song***
- ***Ready! Fire! Aim!****
- ***Throwin' Things****
- ***Tougher Weapons***
- ***You've Got Mail****
- ***The Zombie Plague Game Sheet****

** - New for this edition*

In the box, you will find:

- 6 House Game Board Tiles
- 1 Cellar Game Board Tile
- 1 4-Door Car Tile
- 1 Non-slip Board Mat
- 1 Rulebook
- 6 Six-sided Dice
- 125 Game Cards
- 12 Grey Survivor Pieces
- 35 Red Zombie Pieces
- 35 Black Zombie Pieces
- 7 Green Zombie Pieces
- 6 Door Barricade Standees
- 5 Window Barricade Standees
- 1 Locked Door Standee
- 1 Attic Door Tile
- 1 Cellar Door Tile
- 1 Portable Stereo Tile
- 20 Flare Tiles
- 1 Moveable Search Square Tile
- 1 *Zombie Plague* Game Sheet
- 1 Black Dry-Erase Marker
- 1 Cloth (used for erasing)
- 1 *Night of the Living Dead (1968)* DVD
- 1 *Night of the Living Dead (1990)* DVD

NOTE: *If you have the Large Map (a composite image of all the House Game Board Tiles), you may use that instead of the separate House tiles.*

SETTING UP

THE PLAYERS

Select one person to be the Zombie Player; everyone else will be Human Players. The Zombie Player controls the Zombies while the Human Players are responsible for the Survivor Pieces.

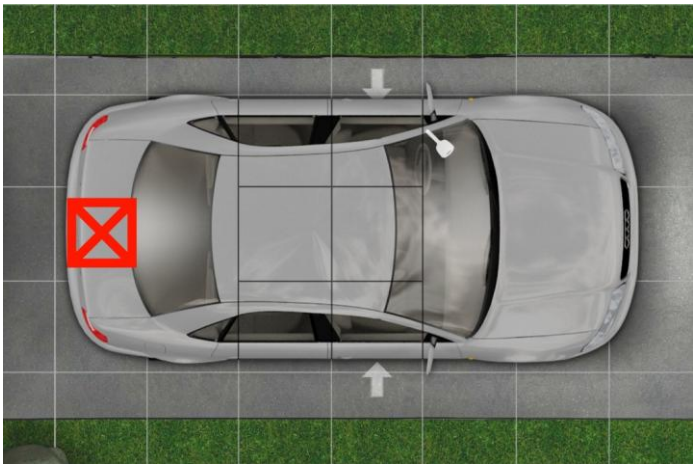
About the Zombie Player – The Zombie Player is in charge of controlling the Zombies' movements and attacks. Since controlling the Zombies is pretty simple, the Zombie Player can also have added responsibilities like maintaining the *Zombie Plague* Game Sheet, handing out game pieces (like the Cellar Door Tile, Barricade Standees, and Flare Tokens), choosing which variant rules will be in play, and selecting the cards that that will be shuffled into the deck. Think of the Zombie Player like a Dungeon Master or the Banker in *Monopoly*®. If no one wants to be the Zombie Player, then the Zombies can be controlled automatically by any Human Player using the rules under the **Game Mechanics** section.

THE BOARD

Begin by laying out the Non-slip Board Mat and arranging the House Board Tiles to make the complete board. The next image shows the assembled board. It also has many areas and elements labeled that are referred to throughout this rulebook to help familiarize you with them.

Complete Game Board

If using the 4-Door Car Tile, place it over the original Car on the board, aligning the front doors with the arrows on the board as shown in the next image.



Correct Placement of the 4-Door Car Tile

If using the *Cellar* expansion, place the Cellar Tile next to the edge of the board so that all players can reach it easily.

NOTE: *For instructions on using the* 4-Door Car *and the* Cellar *expansions, please see the* ***Variant Rules and Expansions*** *section.*

THE CARDS

Once the board is arranged, unpack the cards from the box and locate the Cellar Event Card. Set it aside. From the remaining cards, create a deck composed of the following:

- All remaining Event Cards
- All of the Item Cards
- 12 to 20 Weapon Cards

If you are playing with the *Throwin' Things* expansion, also include the following cards in your deck:

- All of the Junk Cards
- 6 of the 12 thrown Item Cards (see the **Variant Rules and Expansions** section for a list of these cards and more about the *Throwin' Things* expansion)

Shuffle the entire deck and place it along one edge of the board. This will be the Draw Pile. Leave room next to the Draw Pile for a Discard Pile.

NOTE: *Players may adjust the level of difficulty or realism by leaving out any of the Event, Item, or Weapon Cards that they choose. For example, cards that benefit the Humans, extra Ammunition or Duct Tape, or powerful Weapons like the Assault Rifle or Grenade.*

THE PIECES

Below is a description of the pieces used in this edition of *Zombie Plague*:

- **Survivor Pieces (Grey):** These are the pieces that the Human Players will control.
- **Regular Zombie Pieces (Red):** These are the "normal" Zombies. The Zombie Player uses them when placing new Zombies on the board as part of his regular turn.
- **Freebie Zombie Pieces (Black):** These are used when adding Zombies that do not count toward the maximum number in play (like by Event Cards and the *How Boring!* variant).
- **Player Zombie Pieces (Green):** Use these to replace Survivor Pieces when Human Players become Zombies.

Setting Up the Pieces – Select **4 to 6 Survivor Pieces** to use and divide them up among the Human Players. Each Human Player may control more than one Survivor Piece as needed to get the required 4 to 6 pieces. Decide in which order the pieces will take their turns and, using the Dry-Erase Marker, write the appropriate number (1 through 6) on the bottom of each piece. If controlling more than one Survivor Piece, a single Human Player should move all of their pieces in consecutive turns. Then, have each Human Player select one green Player Zombie Piece per Survivor Piece and write their number on the bottom of that Zombie as well. This is the Zombie they will turn into if infected. Put the remaining Survivor Pieces and Player Zombies back in the box.

NOTE: *Remember to erase the bottoms of your pieces after the game!*

For the Regular Zombies, the maximum number in play is **5 per Survivor Piece** (i.e. – 20 Zombies for 4 Survivor Pieces), so unpack that number of red Zombies and place them near the Zombie Player. Put the rest back in the game box.

Finally, if you are playing with the *How Boring!* variant in effect, unpack all of the black Freebie Zombie Pieces and place them near the Zombie Player. Otherwise, unpack only 12 of these Zombies, returning the rest to the box.

Placing the Pieces – Select an edge of the board to represent the North side (usually the edge at the back of the House) and roll a die. Look at the chart below and place the Survivor Pieces anywhere in the first row of spaces along the side indicated by the roll. On a roll of "WILD," the Human Players choose the edge they start from. Along the opposite edge, place **1 Regular Zombie per Survivor Piece** in the first row of spaces.

	North		**West**
	South		**WILD**
	East		**WILD**

Direction Rolls

NOTE: *It is a good idea for the Human Players to consider turn order and starting strategies before placing their pieces on the board.*

Finally, for some added atmosphere, players may select a version of *Night of the Living Dead* and watch it while they play.

THE GAME MECHANICS

In this section, you will find the basic skills you will need to understand to play *Zombie Plague*. The Human Players in particular have a lot of tools at their disposal, and knowing how and when to use each increases their chances of survival (and makes it easier to come up with your own house rules).

ACTION POINTS

Action Points are the primary tool for conducting any action in the game. Each piece, Human or Zombie, gets a set number of Action Points per turn to use. Humans get **6 Action Points** on a single turn while Zombies get **3 Action Points each** to use in these ways:

- **Human Players:** Move, attack, search, use Items, put up or tear down Barricades, and transfer Weapons or Items between Human Players

- **Zombies:** Move, attack, break down Barricades, and add new Zombies to the board

During each turn, Human Players may use any number of their Action Points per turn up to their maximum, while Zombies should generally use all of theirs where possible unless their movement is blocked by other Zombies, obstacles, or Barricades. Humans may perform any of their possible actions in any order until their Action Points are used up for that turn, but if it is possible for a Zombie to attack using their next Action Point, they must do so. Otherwise, they must move toward the closest Human. Players forfeit any unused Action Points at the end of each turn, and may not carry them over to other turns for any reason.

Moving the Zombies requires using some judgment and imagination. If you believe a Zombie could hear or see a nearby Human, even in another room, they should move toward them. Otherwise, like when all of the survivors are on the opposite side of the House from a particular Zombie, you could just have that Zombie wander around inside the rooms, about the yard, or towards the House looking for food, or they could just follow some other Zombies around or even occasionally just stand still for a turn or two. Remember, they aren't smart, just hungry.

NOTE: *For more ideas on moving Zombies "believably," see the section* ***Zombie Gameplay Tips*** *or the Night of the Living Dead films.*

ACTIONS FOR HUMANS AND ZOMBIES:

MOVEMENT

Humans – Humans may move in any of the following ways for the Action Point costs indicated:

1 Action Point Each:

- Move 1 square forward in the direction their piece is facing
- Turn their piece 90° to the left or right without advancing a square
- Move forward through a Door (marked in white) to the square on the other side

2 Action Points Each:

- Move 1 square backwards without changing the direction they are facing (backstep)
- Move forward through a Window (marked in blue) to the square on the other side

Zombies – Moving Zombies works the same as for Humans except that Zombies may not move backwards. They must turn around to follow a target behind them.

Some additional rules about movement for both Human Players and Zombies:

- Players may not move diagonally or strafe to the side without turning.
- Walls can never be moved through by any player.
- Obstacles appearing on the board may not be climbed over. Players may only move into spaces which appear empty or mostly empty of furniture or clutter.
- No player may occupy or move through a square already occupied by another player, either Human or Zombie.
- Unless struck by an attack, players may not move backwards through Windows.
- Doors and Windows themselves are not movement spaces; players move through them from the square on side to the square on the opposite side.

ATTACKING

This section describes the attack rules for Humans and Zombies. By default, attacks may only be made on pieces in the adjacent square the attacker is facing. Attacks are typically made by rolling one die, and each roll costs 1 Action Point. The possible outcomes of these rolls are similar for Human Players and Zombies, and are described in the sections below.

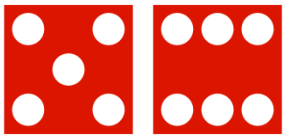
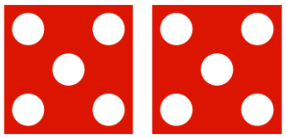
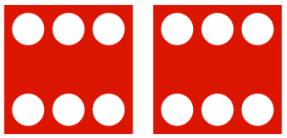
Human Players – The possible attack rolls for Human Players, referred to in this book and on Weapon Cards as the Basic Attack Rules, are listed in the table below. The Weapon Card a Human Player draws can modify these rules, but all of them are just derivations of these Basic Attack Rules. Additionally, most long guns (the Shotgun, for example) default to these rules when they run out of Ammunition.

	OOPS! – Your Weapon jams, you slip and fall, or you are otherwise unable to continue your attack. You lose your remaining Action Points, and your turn ends.
	Miss – Your attack misses its target. Nothing happens, and the fight continues.
	Hit – You hit the Zombie, but do not kill it. The targeted Zombie is pushed back 1 square in the direction of the attack. The direction the Zombie is facing does not change. Any characters behind that Zombie are also pushed back in a line unless obstructed by obstacles.
	Kill – Head shot! The Zombie's brain is destroyed, and it has been (re-)killed. Remove it from the board.

Basic Attack Rules for Humans

Using Weapon Cards: Any Weapon Card a player draws will show its own values for rolls of OOPS!, Miss, Hit, and Kill. Any values on the Weapon Card overrule these Basic Attack Rules. If card has special OOPS! instructions, follow those instead of the ones from this chart above. Keep your remaining Action Points unless the card states otherwise. If the card instructs the player to roll two dice, each roll still costs only one Action Point unless stated otherwise on the card.

Unarmed Attacks: A Human Player may also choose to attack a Zombie bare-handed, even if they are carrying a Weapon, though it is much more difficult to kill a Zombie this way. To attack a Zombie with your bare hands, roll two dice. Each roll costs 1 Action Point, and the possible results are listed in this chart:

	OOPS!		**Hit**
	**Hit**		**Kill**
All Other Rolls		**Miss**	

Unarmed Attack Rules for Humans

NOTE: *The effects for each result (OOPS!, Miss, Hit, and Kill) are the same for unarmed attacks as under the Basic Attack Rules.*

Zombies – Like Humans, Zombies can only attack the square directly in front of them. Zombie attacks also cost 1 Action Point and are made by rolling 1 die. Their possible attack rolls are explained here:

	OOPS! –The Zombie trips and falls. It loses any remaining Action Points for that turn while it tries to get back up.
	Miss – The Zombie tries to bite, but the Human Player manages to avoid the attack. Nothing happens, and the fight continues.
	Hit – The force from the Zombie's lunge knocks the Human Player back 1 square in the direction of the attack. The direction the Human Player is facing does not change. Any characters behind that player are also pushed back in a line unless obstructed by obstacles.
	Bite! – The Zombie inflicts a successful bite on the Human Player, infecting them with the Zombie Plague. They are destined to turn into a Zombie. Remove them from the board and replace them with a Player Zombie Piece facing the same direction.

Zombie Attack Rules

NOTE: *Unlike in other versions of Zombie Plague, there is second roll to check for infection after a successful Zombie bite. As in most Zombie films, every Zombie bite is deadly under these rules, making the Zombies much more menacing and giving the Human Players more reason to think twice before making themselves vulnerable to an attack.*

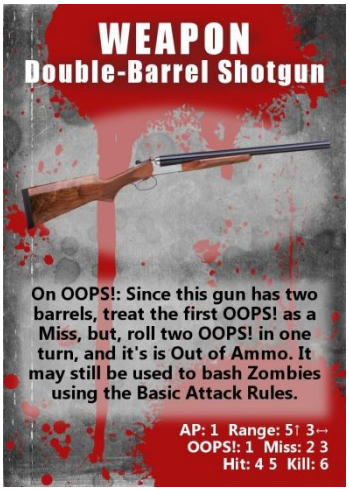
BARRICADES
One way the Human Players can defend themselves from the Zombies is by placing Barricades over the Doors and Windows of the House. Placing a Barricade costs a Human Player **1 Action Point**. To put up a Barricade, a Survivor Piece must be directly against and facing a white Door or blue Window space. Once a Barricade is raised, place the appropriate type of Barricade Standee (Door or Window) on the board over that opening. Once a barricade is placed, no Humans or Zombies may move or attack through that opening.

Sometimes, it becomes necessary for Human Players to remove a Barricade— to escape a room flooded with Zombies from the other side, for example. To do so, the player must again be facing and touching the opening with the Barricade, and removing it costs **all 6 of their Action Points from a single turn**. Players must end one turn facing the Barricade and use the next full turn to tear it down.

Once the Humans have raised a Barricade, the Zombies may break it down. To do so, 4 Zombies must group up on on side of the barrier in adjacent squares (no diagonals) with one of the Zombies touching the Barricade directly. Then, on the **next** Zombie Player turn, the Zombie next to the Barricade may use 1 Action Point to remove it from the board. A Zombie must be facing a Barricade to break it down.

ACTIONS FOR HUMANS ONLY:

SEARCHING
The Cards – Part of the *Zombie Plague* gameplay involves searching for Items (see **How to Search** below), which involves drawing cards from the Draw Pile. The deck contains four types of cards: Weapon Cards, Item Cards, Event Cards, and Junk Cards.

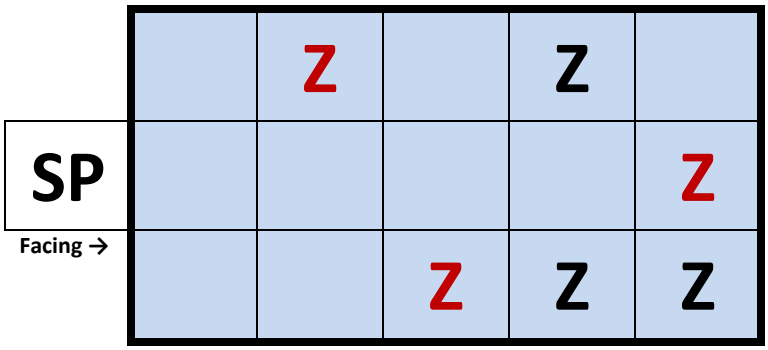

WEAPON
Double-Barrel Shotgun
On OOPS!: Since this gun has two barrels, treat the first OOPS! as a Miss, but, roll two OOPS! in one turn, and it's is Out of Ammo. It may still be used to bash Zombies using the Basic Attack Rules.
AP: 1 Range: 5↑ 3↔
OOPS!: 1 Miss: 2 3
Hit: 4 5 Kill: 6
Weapon Card

Weapon Cards arm the player with the type of Weapon described on the card. Below the image of the Weapon are any special use instructions. In the bottom right corner are stats including the Action Point cost to use the Weapon, its effective range, and the dice rolls needed for an OOPS!, a Miss, a Hit, and a Kill.

The instructions on a Weapon Card overrule the Basic Attack Rules, but some firearms will default to those rules when an OOPS! is rolled, allowing a player to strike Zombies with it while it is Out of Ammo.

A Human Player may only carry **only one Weapon at a time**. If a player receives a second Weapon, they must choose which to keep, and the other is placed in the Discard Pile. Once discarded, a Weapon Card may not be used again for the duration of that game.

More About Weapon Range: As shown on the card example, a Weapon's range is given in squares both forward (↑) and across (↔). The forward squares are counted beginning with the one directly in front of the Survivor Piece, and the width is measured across the front of the player along the attack's length. When attacking at range, only the first Zombie in each row is affected by the attack. To make this easier to understand, here is an example of the squares affected by a Weapon whose range is listed as **5↑ 3↔**. In this example, the Survivor Piece (SP) is facing to the right, and there are 6 Zombies within the Weapon's range. Zombies struck directly by the attack are shown as red Zs, and Zombies not hit are shown in black.



Affected Squares

If the attack roll in this example was a Kill, then the Zombies marked in red would be removed from the board, and the ones marked in black would be unaffected. If the roll scored a Hit, all of the Zombies marked in red would be pushed back one square in the direction of the attack. The black Z Zombies in the bottom row would also be pushed back 1 square, but the one in the top row would not because there is an empty space between it and the red Z zombie in that row, which the red Z Zombie would be pushed into.

ITEM
First-Aid Kit
This First-Aid Kit allows you to counteract one successful Zombie Bite against you.
Hold until needed and discard immediately when bitten to use.
AP Cost: 0
Throw: Yes

Item Card

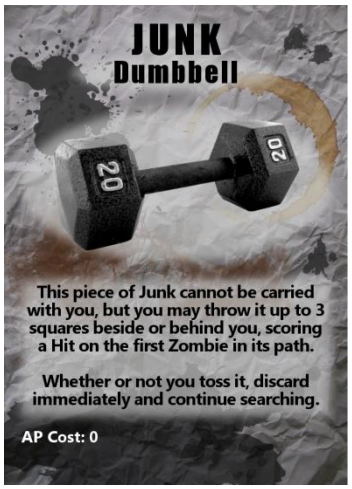
Item Cards equip a player with the Item shown on the card's face. Players use Items by following the instructions on the card, found below the Item's picture. Below this is the Action Point cost for using the Item and information on whether it may be thrown or not if using the *Throwin' Things* expansion (see that entry under the **Variant Rules and Expansions** section for more info).

Players may carry **up to two Items at one time**. If a player draws additional Item Cards, they must decide which to keep and place the others in the Discard Pile. Once discarded, an Item Card is out of play for the remainder of the game.

EVENT
Surprise!
While you are distracted with searching, a Zombie sneaks up behind you.
Place 1 new Zombie adjacent to the Human Player (or as close as possible). This Zombie does not count toward the maximum number in play.
EVENT
Rigor Mortis
The rigors of being undead begin to take their toll on the flesh-eating horde.
The Zombies lose all of their Action Points for their next turn.

Event Cards

Event Cards describe an Event that affects the course of the game. Unless the card describes otherwise, the action on the card is carried out immediately when drawn and the card is placed in the Discard Pile. The image on the card indicates whether the card benefits the Human Players (green circle) or the Zombie Player (red circle). There is no Action Point cost for carrying out the instructions on an Event Card.


JUNK
Dumbbell
20
20
This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.
Whether or not you toss it, discard immediately and continue searching.
AP Cost: 0

Junk Card

Junk Cards are part of the *Thrown' Things* expansion and depict large items that you find while searching. These bulky objects cannot be carried with you, but they can be tossed up to 3 squares to either side or behind you for a guaranteed Hit on the first Zombie in their path. See the entry for *Throwin' Things* under the **Variant Rules and Expansions** section for more information on Junk Cards.

How to Search – Searching involves a Survivor Piece standing in front of special squares on the board called Search Squares. On the board, you will notice several squares marked with an icon of a red square with an X inside. These are Search Squares, and in order for the Human Players to win the game, each one of them must be searched by at least one Survivor Piece.

To search a Search Square, the Survivor Piece must be touching and facing the square (no piece may occupy a Search Square). The player then draws cards from the deck one at a time until a Weapon Card is drawn. Searching costs the player **1 Action Point no matter how many cards are drawn**. Any Event Cards are executed immediately when drawn unless the instructions on the card dictate otherwise. The player keeps any Item Cards they wish (up to their two) and places the rest in the Discard Pile. Once a Weapon is drawn, the search is complete. Other Human Players may still search the same Search Square for Weapons, though each Survivor Piece may only search a given square once per game.

TRANSFERRING ITEMS

Once per turn, Human Players may use one of their Action Points to: 1) give another player one Weapon or Item Card, 2) take one Weapon or Item Card from another player, OR 3) exchange one of their Weapon or Item Cards with one from another player's pile. Players must be on adjacent squares to transfer Items, but they do not have to be facing. Both players must agree to the action to be taken before it can take place. Because players may only carry one Weapon, they must discard one if they receive a second from another player and are unable to exchange theirs.

BECOMING A ZOMBIE

During the course of the game, it is very likely that at least one person in the Human party will be killed and turn into a Zombie. When this happens, remove their Survivor Piece from the board and replace it with one of the Player Zombie Pieces facing the same direction as when they were killed. If the pieces have been numbered as described under **Setting Up**, be sure to use the Player Zombie with the same number as the Survivor Piece. This new Zombie retains any Weapons or Items they had in life until killed by another Human Player, so place the Survivor Piece on that player's inventory of cards to keep track of the correct cards for that player.

When another Human Player kills a Player Zombie, the player that killed the Zombie takes any of the Weapons or Items they were carrying that they wish to keep and places the rest in the Discard Pile.

When a Human Player is turned into a Zombie, they do not get any Action Points to use until the *next* Zombie Player turn while they make the transformation into a Zombie. Zombified Human Players may only move during the regular Zombie Player turn, but their Human counterparts may continue to control them according to the rules for Zombies or choose to let the Zombie Player do it.

ACTIONS FOR ZOMBIES ONLY:

ADDING NEW ZOMBIES

As the last action in each Zombie Player turn, the Zombie Player adds and moves **1 new Regular Zombie per Survivor Piece** until the maximum number of Zombies is in play (**5 per Survivor Piece**). The maximum number of Regular Zombies stays the same throughout the game even if some of the Human Players are killed and/or zombified.

To add new Zombies, the Zombie Player rolls a die to determine the direction they will start from (as described under **Setting Up**) and places the new Zombies along the outer edge of the board indicated by the die. These new Zombies must be placed with at least one empty or obstacle-filled space between them. Entering the board costs each Zombie 1 Action Point, and, once they are all placed, they may use their remaining 2 Action Points to move or attack.

As Zombies are killed, they are replaced in this manner at the end of every Zombie Player turn until the maximum number of Zombies is back in play.

HOW TO PLAY

Play begins with the Human Player seated to the left of the Zombie Player, and turns continue clockwise around the table. Each Human Player moves all of their pieces in consecutive turns before play moves to the next Human Player.

Once all of the Human Players have taken turns, it is the Zombie Player's turn. The Zombie Player begins their turn by using 3 Action Points on every Zombie already on the board to move or attack Human Players. Then, if the maximum number of Regular Zombies is not yet in play, the Zombie Player adds new Zombies according to the rules, and moves or attacks with them. Once this is done, the Zombie Player's turn is over, and turns start over again with the first Human Player.

FORGETTING MOVES

Once the game gets into full swing, it is likely that players will occasionally forget to take required actions at the ends of their turns, like die rolls or special Event Card instructions. If this happens but it is discovered **before** the next player has started their turn, go ahead and complete the action. However, if no one discovers the mistake until **after** the next turn has started, the action is forgotten and not made up later in the game. If it is a recurring action (like a die roll at the end of every turn), resume the rolls on that players next regular turn. If it is a one-time action (like an Event Card that grants extra Action Points for a single turn), then discard any related cards and continue playing as if it were never drawn.

WINNING THE GAME

The Human Players win the game by completing ALL of the following:

- Searching all Search Squares at least once
- Collecting all surviving Human Players in one room of the House (not the Garage)
- Barricading all Doors and Windows to that room, and
- Destroying all Zombies inside that room so that only Humans remain inside.

The Zombie Player wins if all Human Players become Zombies or otherwise die. If there is no Zombie Player, the Human Player with the highest number of Zombie kills after all Human Players are dead or zombified is the winner.

VARIANT RULES AND EXPANSIONS

One of the greatest things about *Zombie Plague* is the many variant rules and expansions that have been created for it. For the Flytrap edition, I have included my favorites (among ones I have played) from the original rulebook and the *Zombie Plague* community as well as added a few of my own. This section describes the game pieces and rules needed to use each one. Over time, many of these have become staples in our games and are always used. Therefore, most of these rules are assumed in this rulebook to be in play by default (those that aren't are listed separately below under **Optional Rules**), so you should familiarize yourself with them before playing. That said, you may choose to play without any one of them by simply looking at the Required Components section under that expansion and returning those items to the box before play. Enjoy!

IN PLAY BY DEFAULT:

4-DOOR CAR
Required Components:

- The 4-Door Car Tile
- The Car Key Item Card

Instructions:
This edition of *Zombie Plague* includes a new *4-Door Car* Tile to place on top of the existing Car, allowing players to move about inside of it. Like the original Car, the *4-Door* Car may be used as an alternate means for the Human Players win the game by finding the Car Key and using to escape. The new Car features 6 spaces for movement as well as a Key Icon, used for starting the Car.

Directions for playing with the *4-Door Car*:

- To attempt starting the Car, the player with the Car Key (or Screwdriver) must be in the "driver's seat," that is, the square adjacent to the Key Icon, and they must be facing the Key Icon to attempt starting the Car.
- To try to start the Car, roll a die. Roll a 6, and the Car starts. A roll of 1, and you drop the keys. Your turn ends while you search around for them on the floorboard. Each attempt roll costs 1 Action Point.
- If a player has the Screwdriver Item Card, they may also attempt to "hotwire" the Car. Roll 2 dice instead of one, though each roll still only costs 1 Action Point. The Car starts on a roll of double 5s or 6s. Roll double 1s, and your turn ends.

- Once the Car is started, that player must remain facing the Key Icon to keep it running. If the player with the keys must exit the Car, they take the keys with them, and the Car must be restarted to escape in it.
- All currently living Human Players must be inside the Car in order for them to escape. You may start the Car early, but anyone left outside must either enter the Car or die for those inside to escape. Once the last remaining Survivor Piece is inside the Car, the Human Players win the game.
- All Searches must be fulfilled before attempting to start the Car.
- Zombies may not enter the Car from outside (or leave the Car if placed inside by Event Cards). Humans may enter or exit the Car at any point during the game.
- Moving around inside a vehicle is more difficult than walking about in free space. Therefore, all movement and attack rules are the same inside the Car as for outside, but all Action Point costs are doubled for both Humans and Zombies. So, moving and turning would cost 2 Action Points each, backing up would cost 4, and attacking with the Chainsaw would also cost 4.
- Humans with weapons may attack spaces inside the Car from outside and vice versa. Remember that attacks from inside the car cost double Action Points. Unarmed Humans and Zombies many not attack through the Car's doors.
- The Car is treated as one small room with 6 spaces, so players may move between the front and back seats freely.
- Human Players may not search the trunk Search Square from inside the Car.
- Similar to breaking down Barricades, the Zombies may group up against any of the 4 Car doors in an attempt to get to the people inside. The difference is, once 5 Zombies line up in adjacent spaces against any of the doors, any Human Players inside the Car are instantly killed and turned to Player Zombies. The Zombies outside may not enter the Car, and those inside may not exit.
- Any Zombies inside the Car must be killed before the Car may be used to escape.
- **OPTIONAL:** To increase the likelihood of finding the Car Key during the game, while setting up the deck of cards before the game, set aside the Car Key Item Card. Shuffle the cards as normal, then divide the deck into two halves. Place the Car Key card into one half, and shuffle just that half again. Then, place the half with the Car Key on top of the other half to make the Draw Pile.

THE CELLAR

Required Components:

- The Cellar Game Board Tile
- The Cellar Door Tile
- The Cellar Event Card

Instructions:

One of the most popular expansions for *Zombie Plague*, the Cellar is included in this edition, featuring all-new pieces. The Cellar expansion allows players to take a cue from *Night of the Living Dead* and attempt to wait out the Zombie horde by barricading themselves inside the Cellar instead of the ground-level rooms of the House. Here's how it works:

- At the start of the game, place the Cellar Game Board Tile next to one edge of the board within reach of all Human Players.
- Ensure the Cellar Event Card is in the deck prior to shuffling.
- Once the Cellar card is drawn, the Human Player's search ends immediately. The Search Square being searched becomes the door to the Cellar by placing the Cellar Door Tile over the top of the Search Square, making sure the white Door on the tile is facing the Survivor Piece of the player who

drew the card. The player loses their Action Point for the search, but keeps any remaining points in that turn.

- After the Cellar has been found, the Search Square inside it must be searched before the Human Players can win the game in addition to the normal victory conditions.
- Once it has been discovered, players may choose the Cellar as the room they barricade themselves into in order to win.
- **OPTIONAL:** As with the Car Key, players may increase the chances of drawing the Cellar card by dividing the deck into halves, placing the Cellar Event Card into one half, shuffling that half again, and placing the half with the Cellar card atop the other half to form the Draw Pile.

ESCAPE TO THE ATTIC
Required Components:

- The Attic Door Tile

Instructions:
As seen in the movie *Night of the Living Dead*, it is only a matter of time before a group of Zombies breaks down even the strongest Barricade. As was also pointed out in the film, the Cellar is a deathtrap for anyone inside should the undead manage to force their way in. This leaves survivors with no reliable refuge to wait out the attack. This was the inspiration behind the creation of the *Escape to the Attic* ruleset, which allows Human Players to win the game by (you guessed it) escaping into the Attic.

At the start of the game, the Players must decide if *Escape to the Attic* will be in play; if so, the victory conditions for the Human Players change. Instead of barricading themselves within a room to win the game, they must now get all remaining Survivor Pieces to the Attic. Once every Search Square has been searched at least once, players may enter the Attic through the Search Square in the Living Room. If this square has become the Cellar Door during play, then the Search Square in the Bedroom becomes the Attic Door.

The Attic Door in this game is the type with a ladder or staircase that pulls down from the ceiling, and therefore must be pulled open before a Human Player can enter the Attic. Escaping into the Attic requires three separate moves:

1. To pull down the ladder, the Survivor Piece must face the Search Square as if they were searching it. Then, for a cost of **2 Action Points**, they may pull down the ladder and place the Attic Door Tile over the Search Square.
2. The Human Player may then have their piece step forward onto the tile for **1 Action Point**.
3. To finish their escape, the Human Player must use **3 Action Points** to remove their piece and the Attic Door Tile from the board while their character climbs into the Attic, turns around, and pulls up the ladder.

This means that escaping into the Attic takes a total of **6 Action Points**. Each of these maneuvers may be completed separately and across different turns or on a single turn.

Zombies may not enter the Attic, but Human Players are vulnerable to attack from Zombies inside the room while they stand on the stairs. If a player is killed while on the Attic stairs, the new Zombie they become must move off of the stairs as quickly as possible during the Zombie Player's turns. The Attic Door Tile stays on the board, and the next Human Player may step onto it without having to pull down the steps again. If the last Survivor Piece dies with the Attic Door Tile still on the board, those players who have already escaped are the winners.

THE FLARES

Required Components:

- The Flares Item Card
- The Flare Tokens

Instructions:

A classic addition to *Zombie Plague*, the Flares expansion has been included here as well with a new Flares Item Card and new Flare Tokens.

Instructions on using the Flares:

- Prior to shuffling the deck, insert the Flares Item Card.
- Once a player has drawn the Flares, that player has an unlimited supply of Flares until they choose to discard or transfer the card.
- To throw a Flare, the player places one of the Flare Tokens on any empty square up to 5 spaces in front of their Survivor Piece. Throwing a Flare costs **1 Action Point**.
- Flares cannot be thrown through player pieces or objects, so all spaces between the Survivor Piece and the target square must also be empty.
- As long as a square contains a Flare Token, no Zombies may occupy or pass over that space. Human Players may pass over the Flare, but may not end their turn on that space.
- Each round at the end of their turn, the player with the Flares must roll a die one for each Flare currently on the board. If the result is 1, 2, or 3, the Flare burns out and is removed from the board. Otherwise, it stays in play for another round.
- Should the player carrying the Flares be killed, continue to roll the die during their turn each round until all of the Flares in play have burned out. The Zombie they become continues to carry the Flares card. If this Zombie is killed, the player who kills them may choose to take the Flares card or discard it. If they take it, that player immediately becomes responsible for any remaining Flares in play. If they discard it, continue rolling the die on the original player's turn.

I LIKE THIS SONG

Required Components:

- The Portable Stereo Item Card
- The Portable Stereo Tile

Instructions:

The first *I Like This Song* expansion introduced a radio that players could find which would distract Zombies and cause them to move towards it instead of toward the Humans. In this version of *Zombie Plague*, *I Like This Song* goes mobile by replacing the Event Card found in previous versions with a new Item Card and board tile featuring the Portable Stereo. To use them:

- Ensure the Portable Stereo Item Card is shuffled into the deck before the game begins. The player that finds this card may carry it with them and use it whenever they choose.
- The Human Player carrying the card may choose to turn on the radio at any point during their turn for a cost of 1 Action Point.
- To turn on the radio, the player's Survivor Piece must be facing an empty square. Place the Portable Stereo Tile in that empty square and discard the Item Card.
- After the Portable Stereo has been placed, all Zombies must use full Action Points to move toward the square containing the radio. This includes any new Zombies for that round.

- At the end of each Zombie Player turn, roll one die. On a roll of 5 or 6, the batteries run out and the radio is dead. Remove the tile from the board, and the Zombies can begin moving normally again on their next turn.

THROWIN' THINGS
Required Components:

- Any 6 of the 12 thrown Item Cards: Alarm Clock, Book, Boot, Bottle of Beer, Bowling Trophy, Can of Soda, Iron, Money Jar, Paperweight, Snow Globe, Softball, Telephone
- All of the Junk Cards

Instructions:
This *Zombie Plague* expansion introduces a new game mechanic: attacking by throwing Items. While it is not possible to kill a Zombie by throwing things at it, every throw scores a guaranteed Hit, which can be useful for clearing your path for escaping or just pushing Zombies back so they aren't breathing down your neck. This expansion includes 24 new cards (12 Item Cards and 12 Junk Cards), as well as rules for throwing existing Weapons and Items.

At the start of the game, select 6 of the 12 thrown Item Cards (listed above) and shuffle them into the deck. When drawn, these Items count towards a players two Item limit, and they may be thrown up to 5 spaces directly in front of you for a guaranteed Hit on any Zombies (or Humans) in their path for a cost of 1 Action Point. One thrown, the Item's card is immediately discarded.

The objects on the Junk Cards may also be thrown, but because they are heavier, they cannot be carried around with you. They must be thrown or discarded immediately when drawn, and can only be tossed up to 3 spaces. However, Junk Cards do not count toward your two Item limit, and throwing a piece of Junk uses no Action Points.

Drawing throwable Items and Junk does not count as finding a Weapon, and your search may continue until you draw a Weapon card.

In addition to the new *Throwin' Things* cards, all existing Weapons and some existing Items may be thrown as well. Throwing these objects works like the throwable Items (5 spaces for a Hit, 1 Action Point to throw). To tell if an Item can be thrown, check the bottom left corner of the cards where it says "Thrown." If it says, "Yes," then the Item may be thrown. Throwing a Weapon or Item costs 1 Action Point even if using the Item normally costs 0 Action Points. Anything thrown is immediately discarded.

YOU'VE GOT MAIL
Required Components:

- The You've Got Mail Event Card
- The Movable Search Square Tile

Instructions:
Another new addition with the Flytrap edition of *Zombie Plague* is the *You've Got Mail* expansion. To play with this module, ensure the You've Got Mail Event Card is shuffled into the deck at the beginning of the game. If the card is drawn during play, place the Movable Search Square Tile over the Mailbox on the Game Board. In addition to the normal requirements, this square must now be searched before the Human Players can claim victory. Similar to a real mailbox, you must be standing in front of it (standing on the street) in

order to search it. When searching the Mailbox, draw until you find a Weapon Card. If the Cellar Event Card is drawn, do not follow its instructions; discard it and continue your search.

OPTIONAL: Before the game, place the Moveable Search Square anywhere on the board you like and don't use the *You've Got Mail* Event Card. Make sure the Pieces can access the square from at least one side.

THE ZOMBIE PLAGUE GAME SHEET
Required Components:

- The *Zombie Plague* Game Sheet
- The Dry-Erase Marker
- The Cloth

Instructions:
The *Zombie Plague* Game Sheet is a checklist created to help players keep track of important facts during the game. This list can be maintained by the Zombie Player or, if there isn't one, anyone else that the group appoints. The sheet is divided into four sections, described here:

Search Squares:
This section shows the order in which the Human Players will take their turns and which Search Squares they have searched during the game.

At the start of the game, write in the names of the Human Players in the order they will take their turns next to the numbered spaces at the top of the sheet. If some players are controlling more than one Survivor Piece, then, instead of names, just use some other label to identify the different pieces, such as distinctive clothing or weapons (Examples: "Chainsaw," "Nurse"). Be sure the number next to the name is the same one you write on the bottom of the Survivor Piece and its corresponding Player Zombie Piece as described in the section on pieces under **Setting Up**.

If you are using the *You've Got Mail* expansion, write in "Mailbox" as Search Square #8. Otherwise, if you are putting the Movable Search Square Tile in a different location, write in its correct location (Examples: "Bush," "Garage 2," "Bathtub").

As Search Squares are investigated throughout the game, put a check mark under the player doing the searching next to the appropriate Search Square. Also, if the Cellar Event Card is drawn, you can cross out the row for the Search Square which has become the Cellar Door, as it no longer needs to be searched.

Zombie Count:
This section contains two spaces: "Max" and "Current." Next to "Max," write in the maximum number of Regular Zombies in play (5 per Survivor Piece). Under "Current," you can keep tabs on how many are on the board. However, if you have only unpacked the exact number of Regular Zombie Pieces that you will need and put the rest back in the box as described under **Setting Up**, then it is not necessary to keep updating the Current count as you play; you can just keep putting Zombies on the board until you run out.

Zombies Killed:
The numbers printed here match up to those under the Search Squares section at the top of the page, and next to each number is a blank space. Each time a Survivor Piece kills a Zombie, record it here, either as a number or tick mark (||). Use this tally to determine the winner in the event there are no survivors and no Zombie Player.

House Rules in Effect:
The section is for listing any special variant or house rules in effect during your current game section. Since many groups will have rules that they always play with (like the *Cellar*, for instance), the intention is not that players write down every single variant rule in effect. Instead, it is that they use these spaces for listing ones they are trying out or only use occasionally to help remember they are in play. For example, your group is looking to make things more challenging and decides to use the *How Boring!* variant, which they normally don't use; write "How Boring" on one of the blanks to help you remember that it is in play.

OPTIONAL RULES:

CUE THE EXTRAS!
Required Components:

- None

Instructions:
To make the game more difficult early on, increase the number of Regular Zombie Pieces added at the end of each Zombie Player turn from two to **one per Survivor Piece**. Also, do not decrease the number added each round as Human Players die off. That is, if you start off with 4 Survivor Pieces, then continue to add 4 Regular Zombies per round even if 3 Survivor Pieces have died. Within just a few turns, the maximum number of Zombies will be in play, and they will keep coming back faster than the Humans can kill them off. Combine this with the *How Boring!* variant below for a very challenging game.

HOW BORING!
Required Components:

- All remaining Freebie Zombie Pieces besides the 12 required for the normal game

Instructions:
This variant rule from the original *Zombie Plague* makes the game more challenging and helps motivate the Human Players into action by adding extra Zombies during rounds when the Human Players are not very active. If, during one round of Human Player turns, no one has conducted searches, constructed Barricades, or attacked Zombies, then, on their next turn, the Zombie Player adds and moves one new Freebie Zombie to any unoccupied room of the House, including the Garage or Cellar. This Zombie should be added with any new Regular Zombie Pieces, after the Zombies already on the board have been moved.

READY! FIRE! AIM!
Required Components:

- None

Instructions:
Disappointed with that Attack Roll? Want to change that gut shot into a head shot, that Miss into a Hit? Go back and make it better with *Ready! Fire! Aim!*, a new variant rule for *Zombie Plague*, which allows players to retroactively improve their aim and make bad shots better. Here's how it works:

- If a Human Player rolls anything below a Kill (check Weapon Card for Kill roll values) and they have Action Points left in their turn, they may choose to increase their roll by burning some of those remaining Action Points.
- **For a cost of 2 Action Points, players may add 1 point to the previous roll directly after it has been thrown**.

- This cost does not increase depending on the Weapon a player is using.
- If the player takes any other action, such as using an Item Card, this option is no longer available.
- Players may utilize this ability more than once per turn, but both Action Points must come from the same turn each time.

TOUGHER WEAPONS
Required Components:

- None

Instructions:
If you feel like your weapons are breaking or running Out of Ammo too often due to OOPS! rolls, try this simple variant rule: Whatever the possible OOPS! rolls for your current Weapon, only count rolls of those values as OOPS! on the first roll of every turn; otherwise, count them as a Miss.

ZOMBIE GAMEPLAY TIPS

Sometimes questions come up about what a "believable" way to play the Zombies is. Here are some guidelines we use. Feel free to use, ignore, add to, or modify as you see fit.

- If a Zombie can see a Human (facing them with no buildings, walls, etc. between them), then the Zombie should move after them. If you can shoot over it, you can see over it. If a Zombie sees you go into a room or around a corner, he will follow unless he sees someone else or gets too far behind (also see the point below about losing interest).
- If the Zombie can see two Humans, we typically go after the ones the shortest # of Action Points away
    - If the difference is just a space or two, we play that it's easier for a Zombie to keep moving forward than to turn around, so they do that.
    - Example: If there is a Human Player 3 spaces in front and one 2 spaces to the side, the Zombie will move after the person in front of them
- Zombies can see/hear you through Barricades as if they were regular Windows or Doorways. Any Barricade you can make in 1 Action Point can't be that well-made.
- Since the Zombies can see you through Barricades, they tend to linger and scratch at them if they see you within the room. Likewise, nearby Zombies tend to flock toward the Zombie. If you leave the room, they can lose interest (see below).
- Sometimes, you get large groups of Zombies scratching at a Barricade or funneling through a Window, Door, or around a corner. We play that, if a Zombie can't see any Humans or if there is more than one Zombie between him and a Human for around 3 turns, the Zombie Player can have them lose interest and wander off. This prevents all of the Zombies from getting tied up on a wild goose chase or crowding through one bottleneck.
- In *The Zombie Survival Guide*, author Max Brooks indicates that Zombies can smell victims up to a mile away. However, the small scale of the game makes it awkward to play this way. We play that Zombies chase people they can see (or just saw). Also, they can hear you in the next room or running by the Window. Otherwise, they wander around the map looking for food until they hear or see someone. After a few turns of not seeing anyone, the Zombie Player can have them lose interest as described above.

- We also play that if a Zombie can't see a Human Player, but can see another Zombie that can, they will flock toward that Zombie. This includes Zombies scratching at Barricades because they see a Human inside.
- Zombies cannot see behind themselves, but they can hear just fine. If you run behind a Zombie, they will turn around and stagger after you.
- This is *Zombie Plague*, not *Risk*, or even a *Friday the 13th* movie; Zombies don't plan, set traps, move in pincer formations, or anything like that. They move and eat (and occasionally moan and trip over their own feet). If you are running, Zombies amble at you, but they don't anticipate where you're going to be and strategically position themselves for maximum effectiveness like an NFL cornerback. If you run by one, it has to turn around and chase after you. Likewise, if there is something directly between you and a Zombie, the Zombie will probably run into it and then move around it.
- Since there is no diagonal movement, there are sometimes questions about how to move groups of Zombies around obstacles in a believable way. As long as you are moving according to the rules, I have no problem with you moving certain Zombies before others so that they get through the Door or around the corner faster as a group. Zombies are stupid, but this is a game, and it's supposed to be challenging. Plus, having to move in right angles usually makes up for any speed gains from moving certain ones before others.
- If these tips seem geared toward the benefit of the Human Players, remember that this version of *Zombie Plague* has a lot more Zombies in play than some previous versions. Like in many Zombie films, the Zombies will still manage to catch a lot of prey just through sheer numbers.
- Remember: Think like a Zombie!

ZOMBIE PLAGUE VALUES CHART

	Original *Zombie Plague* Values	Flytrap's Recommended Values	Your Custom Values
Action Points (AP) Per Turn	Human Player: 4, Zombie Player: 2	Human Player: 6, Zombie Player: 3	
Move Forward	1 AP, 2 APs through Windows	1 AP, 2 APs through Windows	
Move Backward	1 AP, 2 APs through Windows	2 AP, Not allowed through Windows	
Turn 90° L or R	1 AP	1 AP	
Attack	1 AP	1 AP (Default) or See Card	
Raise Barricade	1 AP	1 AP	
Remove Barricade (Human)	Human Player: 1 Full Turn (4 AP) unless modified by card	1 Full Turn (6 AP) unless modified by card	
Remove Barricade (Zombie)	4 Zombies against Barricade, 0 APs	4 Zombies against Barricade, 1 AP	
Perform Search	1 AP	1 AP (2 AP with Look Harder Event Card)	
# of Search Squares	6	6 (8 with expansions)	
# of Searches Required per Square	1	1 (2 with Look Again Event Card)	
Max # of Zombies	4 per Human Player, reduces as Human Players die	5 per Human Player, never reduces	
Zombies Spawned at Game Start	2 along opposite edge from Human Player	1 per Survivor Piece	
New Zombies per Zombie Player Turn	2 at start of turn, 0 AP to place	2 at end of turn, 1 AP to place	

ZOMBIE PLAGUE GAME SHEET

Search Squares:

Square ↓ / Player →	❶	❷	❸	❹	❺	❻
1. Car						
2. Garage						
3. Living Room						
4. Kitchen						
5. Bedroom						
6. Study						
7. Cellar						
8.						

Zombie Count: Max: _____ Current: _____

Zombies Killed:

❶: ❷: ❸:

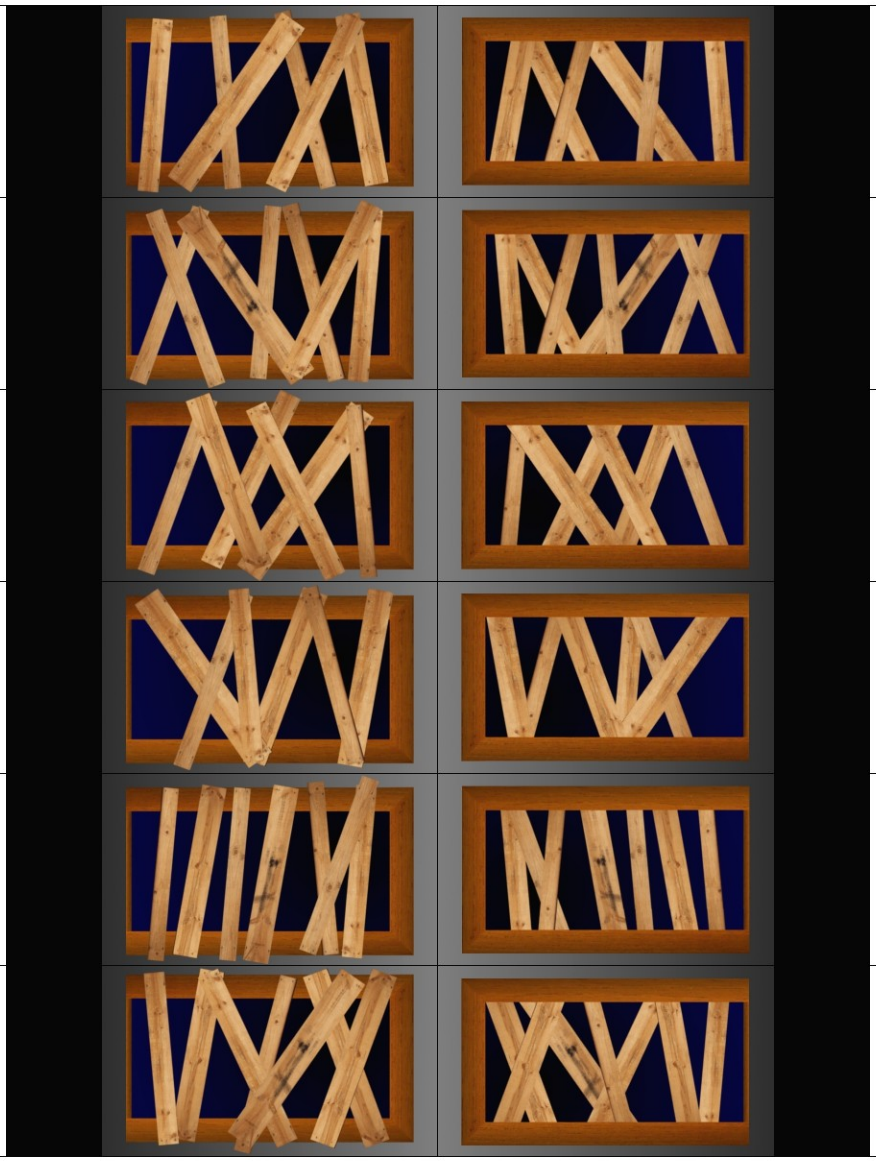
❹: ❺: ❻:

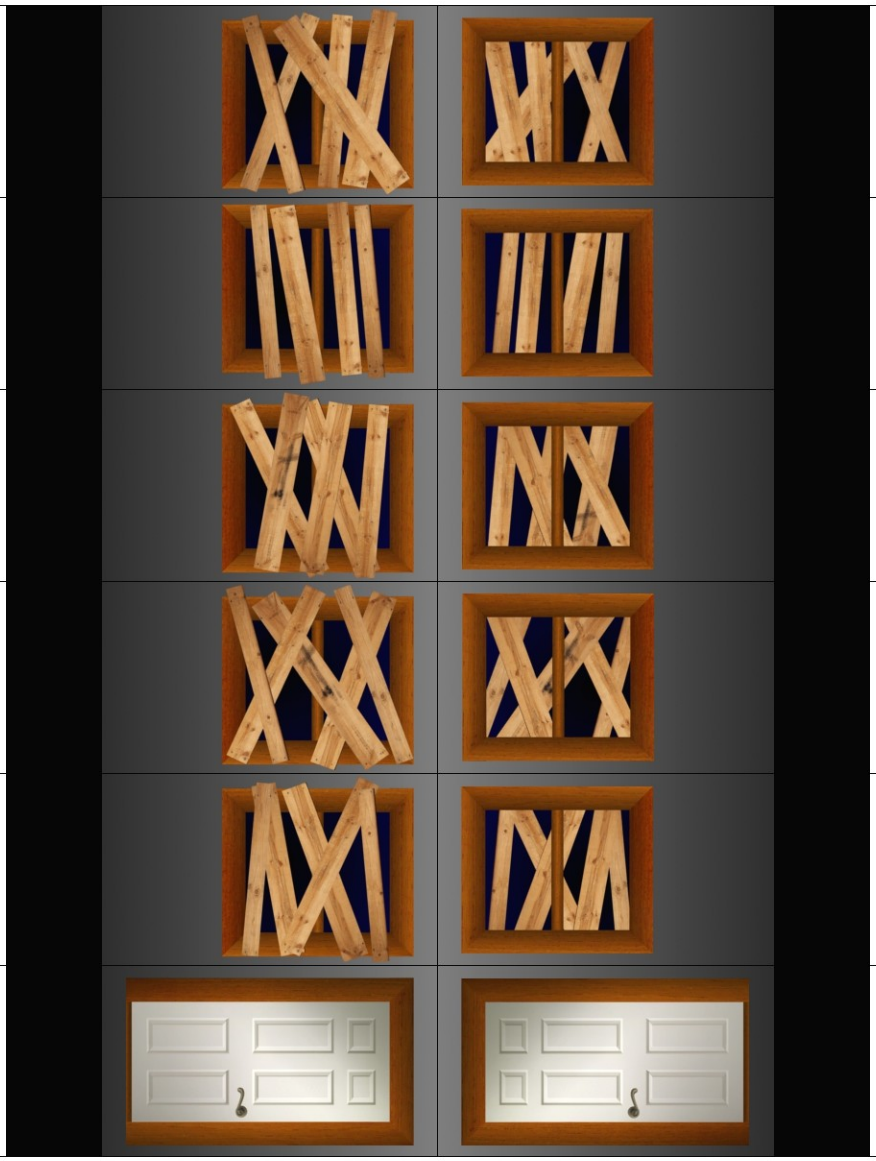
House Rules in Effect:

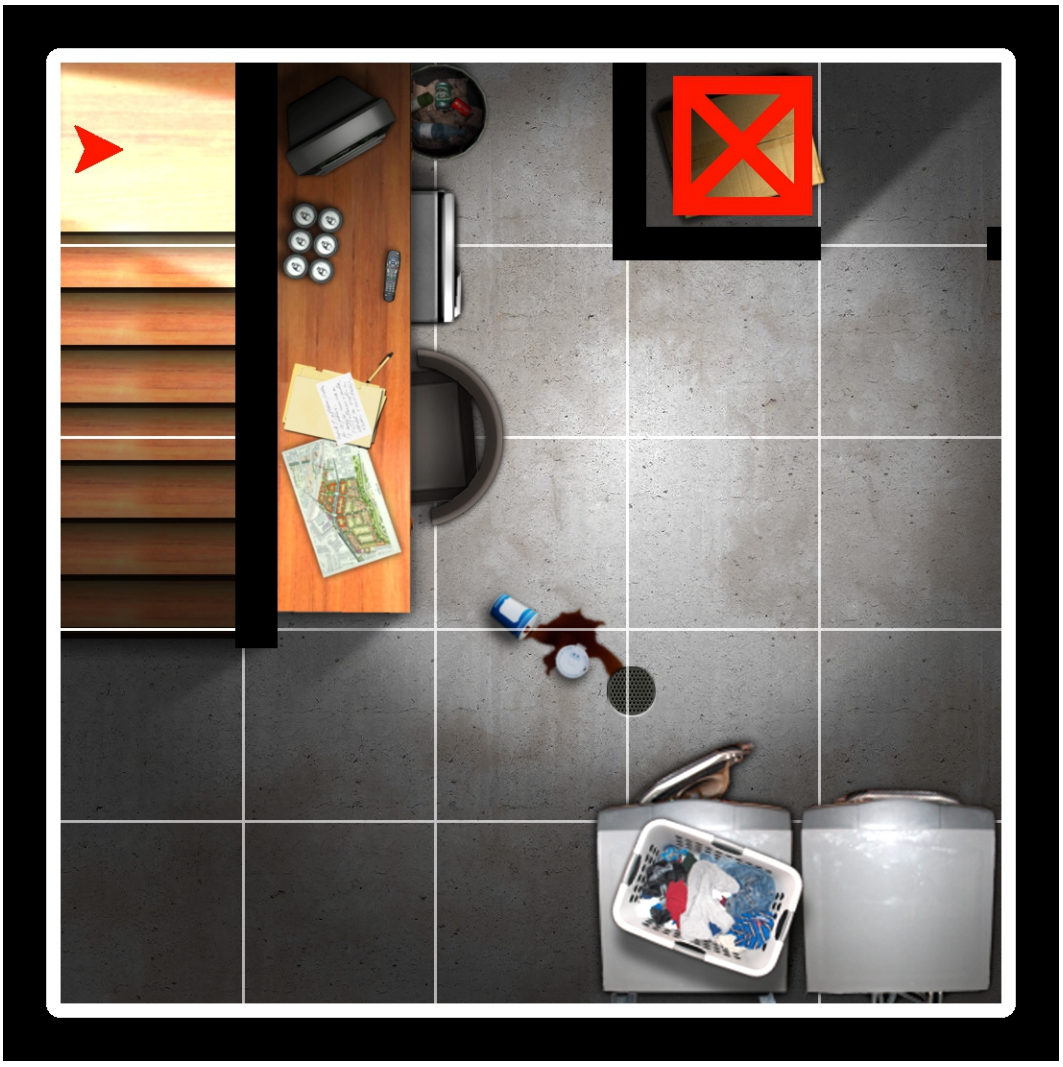
_____ _____

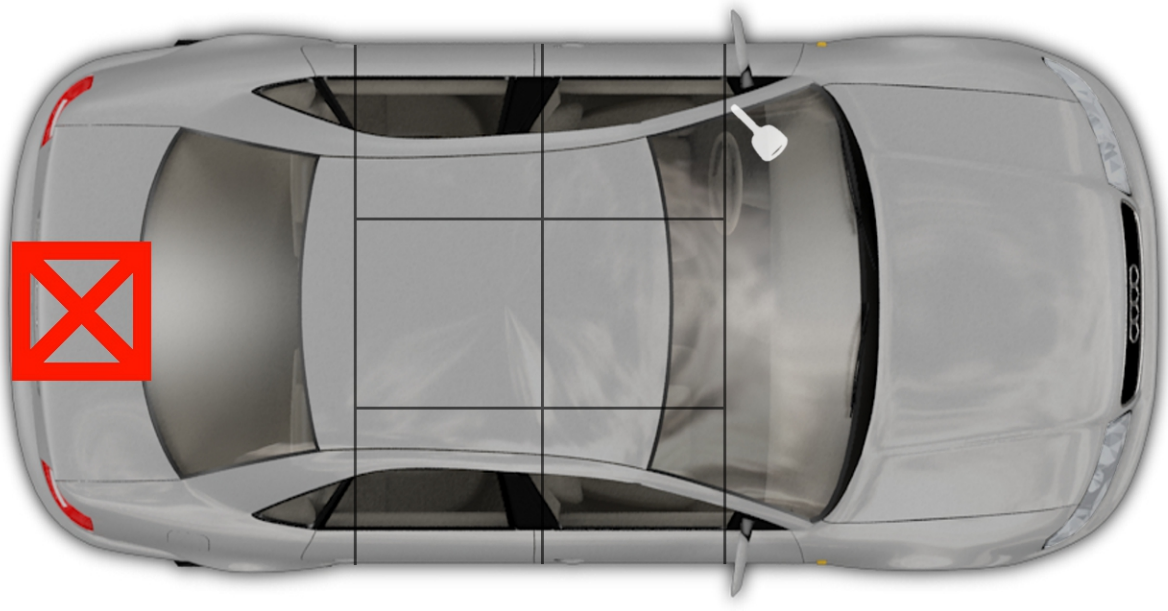
_____ _____

_____ _____









To
Cellar

To
Attic